

Interactive Process Book

Critique: May 4

Due: May 11 at 2 pm

Process book must include:

3 little pigs pseudo code: 3 ways:

sequential, procedural, object oriented

ALL exercises done this semester (yes, that includes trace statements)

All sketches (including sketches for the process book itself)

All projects: interface, clocks, magnets, class xml interface.

Must load external images and/or swfs.

Must clearly and creatively use code and visuals to lead us through the experience.

This is **an INTERACTIVE process book**. Therefore: it must explain your process (what you are doing and how) and prove to me that you have mastered the information as well as challenging and building on your skills for the final process book.

Files: working (FLA) files should be separated from finished files. All files should be CLEARLY named and organized. All files needed for playing and trouble-shooting must be included. This means ALL external .as files. Code should NOT be written on the timeline (with minor exceptions). The majority of code should be in the doc classes with base classes and external classes supporting. Code should be clearly organized and commented. External classes should be packaged and turned in in directories which mirror directory structure (com/brewerthompson/mouse).....

Grade:

Thoroughness of the book

Aesthetics

Functionality of the interface

Use of creative (and functional) code

Technical (**file organization** and functionality of the code)